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 Link to the Game	http://prosociallearn2.atosresearch.eu/content/lost-space
 Promoter	Polo Europeo Della Conoscenza (Italy)
 Type of Game	On line game - multiplayer (2 to 3 players) - puzzle game
 Target Age	7- 10
 Language(s)	English, Italian, Greek, Spanish
 Prosocial Value(s)	Help each other Generosity/Economy Personal relations Communication
 Prosocial Skill(s)	Join a group Share things Self-control Problem solving Cooperation Ask for help Help the others
 Objectives	<ul style="list-style-type: none"> › <i>Direct</i>: Math (additions and subtractions) › <i>Inter and cross-disciplinary</i> : Memory skills › <i>Psychological, sociological, prosocial</i>: Strategic thinking, Teamwork skills.
 Description of the games	Three robots - an engineer, a researcher and a navigator - must find their way back home through the vastness of space. The players will need to individually solve 3 puzzles of increasing difficulty, and perform a cooperative time-sensitive task of solving a series of additions and subtractions. Additionally, as a team, through direct conversation in the classroom, players have to decide who will play as which robot and how they will use the hint tokens received: to help themselves solve



	<p>the puzzle, to help a team mate or save them for the final mission to help the team.</p>
 Equipment Needed	<p>The game can be played on</p> <ul style="list-style-type: none"> - Computers with at least core i3 and 4Gb ram - Tablets with 2Gb ram <p>The minimum bandwidth required is 5 Mbps per machine.</p>
 Description of The Activity	<p>Each player may select the type of robot they want to play as: engineer, researcher or navigator. Depending on their choice, each will have a unique puzzle to solve.</p> <p>Each player gets a set of tokens (helper hints). They can use these to help themselves solve the puzzle, help a team-mate solve a puzzle or save them for the final mission to help the team complete the achievement.</p> <p>The token economy, the way the players give out the hints and when, defines the strategy and cooperation of the team. Players should decide together, depending on the team's and individual situation, whether or not to use the tokens, and how/when.</p>
 Timing	<p>Each session may last an average time of 15 minutes</p>



 <p>Images or Other Documents</p>	 
 <p>Other Relevant Links</p>	<p>www.prosociallearn.eu</p>
 <p>Source</p>	<p>Developers: Pixelram (https://www.pixelram.com/)</p>

